

Vesna of Cidaris

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“The blade of a sword can cut a man’s throat, but a well-placed whisper can sever his entire bloodline.” -Vesna

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Physical Appearance

Standing 5' 6" tall, Vesna has sun-kissed, olive-toned skin typical of the Cidaris coastline. She naturally projects an aura of inviting elegance and unwavering confidence. She possesses a heart-shaped face with high, aristocratic cheekbones, a

Vesna of Cidaris

Aliases The Silver-Tongued Muse

Affiliation Cidaris (A kingdom known for its culture, seafaring, and lively atmosphere)

Occupation Courtesan

Physical description

Species Human

Gender Female

Profession Courtesan

Stats

INT

REF

DEX

7

4

6

BODY

SPD

EMP

4

5

10

CRA

WILL

LUCK

5

8

6

slender, aquiline nose, full, expressive lips, and elegantly arched eyebrows. Her eyes are a striking, penetrating shade of sapphire blue, framed by thick, dark lashes. Though her expression is often warm and accommodating, her gaze is highly analytical. She occasionally uses a delicate, silver-handled lorgnette to inspect fine details or subtly observe conversations across a crowded ballroom.

STUN	RUN	VIGOR
6	15	0
ENC	REC	HP
40	6	30
STA		
30		

Her thick, dark chestnut hair is worn long, cascading in loose, deliberate waves down her back. It is almost always intricately styled, woven with small pearls or silver ribbons to reflect her noble heritage and draw the eye. She is meticulous about her makeup, executing it flawlessly to enhance her natural allure without appearing gaudy. She favors a subtle, luminous foundation, a touch of coral rouge on her cheeks, dark kohl to sharply accentuate her eyes, and a deep plum or berry-tinted lip stain that resists smudging.

Unlike an athletic fighter, Vesna has a delicate, slender frame that highlights her physical fragility but emphasizes her grace. She is willow-thin with a dancer-like posture, possessing soft, dexterous hands that have never known hard labor, and a modest but perfectly poised silhouette. Her movements are fluid, deliberate, and highly calculated to put others at ease.

While fully human, her noble heritage is evident in her impeccable posture and refined mannerisms. She favors dressing in exquisite, flowing silk gowns in coastal colors—seafoam greens, deep azures, and silver—cut to be both alluring and highly practical, allowing for unhindered movement. She actively utilizes jewelry as part of her social arsenal, wearing elegant silver drop earrings and delicate layered necklaces to draw the eye, all worn over an intricately tailored corset that subtly conceals the slim stiletto she keeps on her person.

Personality & Demeanor

Elegant, observant, and outwardly cheerful, but heavily guarded emotionally. She views secrets as currency and uses her "Aura of Influence" to subtly boost the confidence of her newfound traveling companions.

Skills & Profession Abilities

Profession Abilities (Courtesan)

Defining Skill

Aura of Influence (+6): Vesna creates a passive 6-meter radial aura. Allies standing within this aura can re-roll any skill check once per person, per session.

Skill Tree Path: The Socialite (Branch 2)

Vesna is leaning into the **Socialite** branch. Instead of just healing or accompanying allies, she actively distracts enemies and maps out the local underworld.

- **Diversion:** She can use her EMP to break a target's train of thought, or in combat, convince a sentient enemy that she is no threat at all—provided she hasn't drawn a weapon.
- **Circles of Society:** By spending a day exploring a new town, she can roll to instantly gain a network of Criminals, Beggars, or Nobles to act as informants.

Skill Bases

- **Seduction (EMP):** +6
- **Charisma (EMP):** +6
- **Human Perception (EMP):** +5
- **Deceit (EMP):** +5
- **Grooming and Style (EMP):** +5
- **Social Etiquette (INT):** +5
- **Performance (EMP):** +4
- **Fine Arts (INT):** +4
- **Streetwise (INT):** +4

Lifepath & Backstory

- **Family Status:** An impoverished noble family from Cidaris. Her parents lost their wealth at sea, forcing Vesna to use her charm and etiquette to support her siblings.

- **Childhood Environment:** Raised among the remnants of high society, she learned the rules of the nobility but saw their hypocrisy firsthand.
- **Decade 1 (Teens):** *A Tragic Romance.* Vesna fell in love with a wealthy merchant's son who promised to pay off her family's debts. He was assassinated by a rival guild before the wedding, teaching her never to rely solely on another's promises.
- **Decade 2 (Twenties):** *Powerful Enemies.* She embarrassed a highly influential Redanian diplomat during a grand ball by subtly exposing his embezzlement. He was banished, but he swore to have her head. She is currently on the road with a band of mercenaries (the party) to keep moving and stay alive.

Starting Gear & Equipment

- **Concealed Stiletto:** (1d6 damage). Small enough to hide in a garter or sleeve.
- **Fine Clothing & Jewelry:** Exquisite silk gowns and silver earrings that grant a passive bonus to her *Grooming and Style* checks.
- **Courtesan's Kit:** Makeup, perfumes, and hairpins, useful for disguises or enhancing her natural allure.
- **The "Leather Bag of Toys":** A professional toolkit of wooden props and leathers. When applied to her line of work, it grants a +2 bonus to Seduction checks.
- **A Forged Letter of Introduction:** Used to bypass guards and gain entry into exclusive events.

How to play her in a session

Vesna isn't going to be swinging a silver sword at a Griffin. Instead, her job is to keep the party alive and well-funded. When you arrive in a new town, use **Circles of Society** to find out where the monster contracts are really coming from, and use **Seduction** or **Charisma** to negotiate the party's pay. In combat, she acts as a powerful buff totem—keeping her allies inside her **Aura of Influence** so the Witcher can re-roll a missed strike or the Mage can re-roll a fumbled spell!



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